--In a specific example, as shown in Fig.23, in the flash data table "9," when the flash data selecting random number is 25, "no" for the winning definition data, "game-starting sound 1," and reel blinking pattern "4" are selected. In the flash data table "0," when the flash data selecting random number is 225, "no" for the winning definition data, "game-starting sound 1," and "no" for the reel blinking pattern are selected.--

Please amend the paragraph beginning at line 5 of page 79 as follows:

--When there are definition data according to the command concerning definition data transmitted from the main control board 100, as shown in Fig. 21, a ready-state attraction data selection table group for the case with definition data is selected (S501), and it is further determined whether the command concerning the game-starting sound transmitted from the main control board 100 indicates game-starting sound 1 or not (S502). If game-starting sound 1 is indicated, then the ready-state attraction data selection table for the case with definition data (starting sound 1) is selected (S503). If game-starting sound 2 is indicated, then the ready-state attraction data selection table for the case with definition data (starting sound 2) is selected (S504).--

Please amend the paragraph beginning at line 21 of page 79 as follows:

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--Figs. 35 to 40 show the ready-state attraction data selection table groups used in the above-mentioned ready-state attraction (ready-state attraction noticing symbol) selecting process (S11), which are constituted by three kinds of ready-state attraction data selection table groups, i.e., the ready-state attraction data selection table group for normal game (Figs. 35 and 36), the ready-state attraction data selection table group for internally elected bonus hand (Figs. 37 and 38) and the ready-state attraction data selection table group for the case with definition data (Figs. 39 and 40). Further, each data table group is composed of two kinds of data tables for starting sound 1 and starting sound 2, respectively.--

Please amend the paragraph beginning at line 13 of page 109 as follows:

--In the losing attraction in the first JAC game, the leading character and a monster 1 oppose each other, and the number of games in the JAC game is displayed (Figs 245 and 246). Subsequently, the leading character stores energy, and throws an energy ball at the monster 1 (Figs. 247 and 248). Then, the energy ball misses the monster 1 with a large margin, letters of "MISS" are displayed, and the leading character falls down, so as to indicate that it is a miss (Figs 249 and 250).